

NICKELODEON MOVIES PRESENTS



# THE SPIDERWICK CHRONICLES™



EVERYONE 10+

TM



CONTENT RATED BY  
ESRB

EmuMovies

SIERRA

## ⚠ WARNING: PHOTOSensitivity/Epilepsy/Seizures

### READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

### Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

### WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

### HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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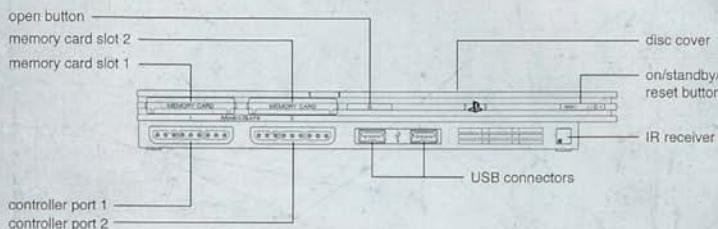
# THE SPIDERWICK CHRONICLES™

1

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## GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert *The Spiderwick Chronicles™* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

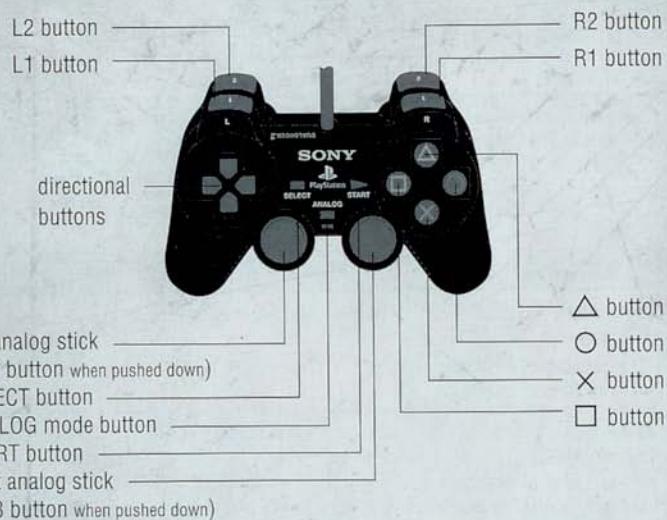
### MEMORY CARD (8MB)(FOR PLAYSTATION®2)

You may save your progress while playing *The Spiderwick Chronicles*. In order to do so, you must have a memory card (8MB)(for PlayStation®2) inserted into MEMORY CARD slot 1 of your PlayStation®2. Game data can only be loaded and saved to a memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1. Do not insert or remove a memory card (8MB)(for PlayStation®2) while the game is attempting to load or save data.

<b>▶ button</b>	Activate the Pause Menu
<b>Left analog stick</b>	Movement
<b>Left analog stick (Wiggle)</b>	Shake off Enemy
<b>Alternate Left and Right analog sticks Up/Down</b>	Use Dumbwaiter, Climb Roof
<b>Right analog stick</b>	Control Camera
<b>✗ button</b>	Attack/Fire/Scurry (Thimbletack)
<b>✗ button (HOLD then Release)</b>	Charge Attack
<b>○ button</b>	Interact with World/Character
<b>□ button</b>	Evade/Scurry (Thimbletack)

## STARTING UP

### DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



<b>□ button + Left analog stick</b>	Directional Evade
<b>△ button</b>	Trigger current Sprite Power
<b>L1 button</b>	Change between Weapon and Net
<b>L2 button</b>	Cycle through available Sprite Powers
<b>R1 button</b>	Enter Ranged Weapon Mode
<b>R2 button</b>	Center camera behind player character's back
<b>→ directional button/← directional button</b>	Change between Weapon and Net
<b>↓ directional button/↑ directional button</b>	Cycle through available Sprite Powers

## RANGED WEAPON MODE (HOLDING DOWN R1)

<b>Left analog stick</b>	Look/Aim
<b>X button</b>	Quick Fire Current projectile
<b>X button (HOLD to charge then Release to fire)</b>	Charge Current projectile
<b>L1 button</b>	Cycle through available Ammo
<b>→ directional button/ ← directional button</b>	Cycle through available Ammo

## PAUSE MENU CONTROLS

<b>L1 / R1 button</b>	Turn page to a new section
<b>Left analog stick Up/Down or ↓ directional button/ ↑ directional button</b>	Change highlighted menu item
<b>Left Analog Stick Left/Right or → directional button/ ← directional button</b>	Change current page side
<b>X button</b>	Select the currently highlighted item, Confirm
<b>○ button</b>	Exit Submenu, Exit Pause Menu
<b>► button</b>	Close the Pause Menu

## SPRITE PAINTING MINI GAME

<b>Left analog stick</b>	Move the brush
<b>X/□ button</b>	Paint with the brush
<b>○ button</b>	Quit Painting



## PLAYING THE GAME

### MAIN MENU

**New Game** – Start a new *The Spiderwick Chronicles* game

**Load Game** – Load a saved game

**Options** – Change game settings

**Extras** – View credits and extra content

**Multiplayer** – Play multiplayer mini-games

### OPTIONS MENU

#### CONTROLS AND GAMEPLAY

**Controls** – View Controller Layout

**Invert Camera "y" Axis** – Swaps the vertical tilt of the camera in relation to the right analog stick. Up = Tilt upward; Down = Tilt downward

**Invert Camera "x" Axis** – Swaps the horizontal pan of the camera in relation to the right analog stick. Right = Clockwise; Left = Counterclockwise

**Audio** – Adjust Voice Volume, Music Volume, Sound Fx Volume, and Ambience Volume

**Video** – Enable/disable Progressive Scan display

**Vibration** – Enable/Disable Controller Vibration

## OVERVIEW

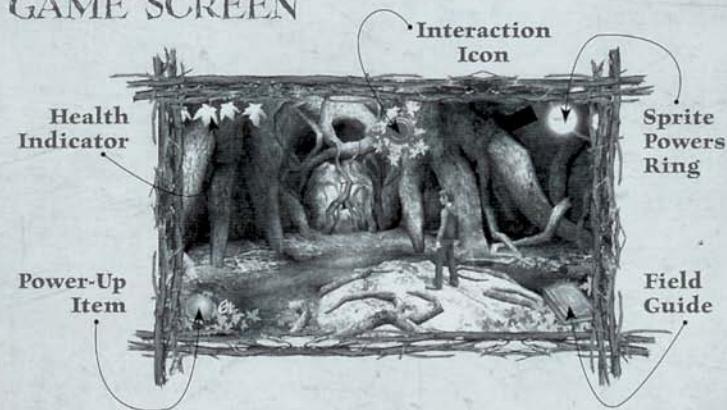
Take on the roles of Jared, Simon and Mallory Grace as they discover Arthur Spiderwick's Field Guide to the Fantastical World Around You, a magical book that documents an unseen world containing both wondrous and dangerous faerie creatures. Using the unique abilities of each child, you will battle hordes of Goblins, capture Sprites and solve puzzles as you explore the world of *The Spiderwick Chronicles*.

As the Grace Children and the tiny Brownie Thimbletack, you will explore every nook and cranny of the Spiderwick Estate and the surrounding woods in freeform gameplay, leading to a final confrontation with the Ogre Mulgarath.

## THE WORLD OF THE SPIDERWICK CHRONICLES

To progress through the story, you must complete the current Chapter Quest (listed first on the Quest Page in the Pause Menu). Optional Side Quests can also be completed to upgrade your weapons and attacks, and add new pages in the Field Guide. Try to find all the Sprites and fill all the pages in the Field Guide for a special ending!

## GAME SCREEN



**Health Indicator** – Shows how much health you have remaining.

**Field Guide** – Appears when something has changed in the Field Guide or Journal. Press **START** to view these items in the Pause Menu.

**Sprite Powers Ring** – Shows which sprite powers you currently have.

**Interaction Icon** – Appears when you can interact with something in the world.

**Power-Up Item** – Appears when you pick up an item, and shows how many you have.

## INTERACTING WITH THE WORLD

As you explore, things in the world you can interact with are highlighted with one of four symbols (press the **○** button when close to trigger the action):



**Eye** – Look or Read



**Hand** – Take, Use or Activate



**Item in Hand** – Give or Place



**Arrow** – Leave current area

Other interactions will occur automatically. Simply run towards an edge to jump, or push against a ladder or pole to climb it.

## PICK-UP ITEMS

To complete many Chapter Quests and Side Quests, you will need to collect and use many everyday objects you find in the world. You can also collect the following special power-up items:



**Goblin Teeth** – Use to unlock new attacks and combos



**Ball Bearings** – Powerful ammo for Jared's slingshot



**Gobstones** – Grenade-like magical stones Simon can throw



**Faerie Fruit** – Used by Simon to lure tricky Sprites; used by Thimbletack to heal himself

## Sprite Collection

The first time you capture a new Sprite, you will need to record it in the Field Guide. Some Sprites can be easily caught with the Sprite Net, but others will require you to attract them with Faerie Fruit or by completing challenges.

Once you net a Sprite, the Field Guide page appears with a paint brush icon. Hold the **X** button to paint and fill in the image of the Sprite. Hurry to finish before the time expires and the Sprite flies away!

Once a Sprite is successfully recorded, you can use its power with the **A** button. You can only carry three Sprites at a time, but any Sprite can be re-captured at its original location after its power has been used.

**HINT**  
If you collect and record  
two different Leatherwing  
Sprites, your maximum  
health will increase.



There are several of each type of Sprite in the world. If you capture and record several of the same kind of Sprite, its power will be upgraded.

## Checkpoints & Saving

As you play, the game will automatically record your progress at various points along the way. If you die, you will restart at the most recent checkpoint you passed. When you exit the game, you have the option to save, which will allow you to restart later from the last checkpoint crossed.

## The Field Guide & Journal

Press **START** at any time in the game to access the Pause Menu, where you can read Jared's Journal as well as Arthur Spiderwick's Field Guide to the Fantastical World Around You.

The Pause Menu is divided into the following sections:

**Options Page** – Allows you to Quit the game or change option settings

**Quest Page** – Lists active quests and current tasks

**Character Page** – Shows your current player's attacks, Sprite Powers and Power Ups

**Field Guide Pages** – A growing collection of pages about the Fantastical World. New Field Guide pages appear when Sprites are recorded and when various Chapter Quests and Side Quest are completed. Can you complete the entire Field Guide?

## ENEMIES



**Goblins** – These nasty creatures travel in dangerous packs and will attack on sight.



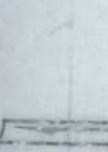
**Changelings** – Encountering a Beetle Mimic in the wild causes it to turn into this sinister copy of you. Defeating it allows you to capture the Beetle Mimic Sprite.



**Redcap** – The leader of the Goblins, and Mulgarath's second-in-command.



**River Troll** – This hungry troll lives in the river. Feed him Goblins to pass.



**Land Troll** – Running is the only option when you encounter this fearsome troll!



**Mulgarath** – This evil Ogre plans to take over the world by using the secrets contained within the Field Guide.



# FAERIES

There are ten types of Faeries that live in the area surrounding the mansion:

Image					
Type of Sprite	Leatherwing Sprite	Royal Orchid Sprite	Will-o-Wisp	Flower-Winged Sprite	Flower-Head Sprite
Power	Heal	Toadstool Ring	Distraction	Speed Boost	Whirlwind

Image					
Type of Sprite	Bellflower Sprite	Pondskater Sprite	Beetle Mimic Sprite	Stray Sod	Sprout Sprite
Power	Damage Boost	Invulnerability	Changeling	Gobstone (Reward)	Faerie Fruit (Reward)

## MULTIPLAYER

As you play through the single-player game, you will unlock mini-games that can be played on your own or with a friend on the same console. To play these games, select **Multiplayer** from the Main Menu.

The International Sprite League tournaments challenge you to capture sprites and fight off enemies. The player with the highest score at the end of the game wins!

## TIPS & HINTS

- Refer to the Quests page in the Pause Menu if you don't know what to do next.
- Use Sprite Powers to survive difficult situations or to solve puzzles.
- Collect as many Goblin Teeth as you can to power-up your attacks.
- Some quests can only be completed by a specific character. After the story is complete, you can switch characters whenever you like as you try to complete the remaining side quests.

## CREDITS

PARAMOUNT PICTURES	Cinematics
St. Vice President, Interactive	Bill Boyer
Sandi Isaacs	Chris Weakley
Vice President, Interactive Production	Tony Hudson
Harry Lang	Interface Artwork
Manager, Interactive	Bill Boyer
Dan Felts	Devin St. Clair
Special Thanks	Michael "Rusty" Drake
Kathleen Kennedy	Music Composition and Audio Direction
Tom Peitzman	Robb Mills
Tippett Studio	Sound Design
Industrial Light & Magic	Jason Heffel
STORMFRONT STUDIOS, INC.	Robb Mills
Producer, Design Director	Bill Rudolph
Ray Gresko	Lead Engineer
Technical Director	Steve W. Kojder
Michael Heilemann	Engineering
Art Director	Ralf Knoesel
John Kleber	Karl Patrick
Concept Art and Pre-Visualization	Ron Midthun
Devin St. Clair	Ron Barry
Michael "Rusty" Drake	William Bohan
Tony Hudson	Avery Lodato
Environments	Paul Melamed
Rinaldo Tjan	Norman Morse
Matt Hunter	David Pittman
James Larsen	Matt Russell
John Moore	James Stewart
Alex Munn	Clayton Vaught
Additional Environments	Lee Wilson
John Pearl	Additional Engineering
Leah Pearl	Chris Georges
Brian Vanderhulst	Randy Stevenson
Character Modeling, Texturing and Rigging	Stephan Sherman
Jesse Blake	Jakob Wilkenson
Carolyn Daley	Design
Jeremiah Grant	Geoff Jones
Joe Jing	Thomas Grov�
John Moore	Reed Knight
Lead Animator	David Maxwell
Jeff Weir	Chris Molina
Character Animation	Christopher Ross
TJ Phan	Production
Okitomo Hikosaka	Jennifer Emsley
Dohoon Kim	Michael Blair
Yeon-Ho Lee	Additional QA
Jeremiah Grant	Michael Daglow
Particle Effects	IT
Brian McSweeney	Keith Laliberty
	Kevin McPhee
Studio Technical Director	Studio Technical Director
Ken Demarest	Ken Demarest
Studio Art Director	Studio Art Director
Bruce Walters	Bruce Walters
Studio Design Director	Studio Design Director
Ray Gresko	Ray Gresko

Director of Finance  
Janet Fletcher,  
n e  Attaway  
Executive Assistant to the CEO/President  
Susan Plum

Executive In Charge of Production  
Don Daglow

Business Development  
Robert Wallace

Special Thanks  
Marta Daglow  
Danusia &  
Robert Heilemann

Livia &  
Genevieve Knight

Kim Pittman,  
J. Kyle Pittman, &  
Mom and Dad Pittman

Kimberly, Connor & Logan Gresko

Sarah Yeager  
Stephen, Cynthia & Brendan Wilburn

The Wheaton Family

Nora & Daniela Melamed

Heather, Nathan & Genevieve Weir

Lindsay Padawer

Jenny Patrick  
Jim, Denise & Stephanie Grant

Miguel & Jonah Figueira

Melissa, Merrie Lynn, Marshall & Lynn Stewart

Shyera, Phoa Sui Tjiu (Mom) and the rest of my Family

Bonnie, Julia, Cameron, Maggie, and Orion

Tony & Ligia, and the whole Molina clan

Gabrielle Kojder, Paul Kojder, Peter Kojder, Mark Danks,

Derek W. Dick  
Susan McKinley Ross

Shannon Jones  
Yukiko Miyajima Grov  Genevieve Buckmiller

James Payne

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and "Krazy Karl"

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### Customer Service

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### Mail

Vivendi Games

4247 South Minnewawa Avenue

Fresno, CA 93725

Their World Is Closer Than You Think

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